

**REMARKS**

Claim 11 was objected to on the grounds that “for transmission thereof to a display device without converting frame rates of said moving picture video streams to a common frame rate” is not described in the specification as originally filed.

However, page 5, lines 6-13, state that the packetization unit “may simultaneously drive independent video sources at their natural rates onto different portions of the display screen of a display device 14.” Further, it explains that in the example described above, the video information may be displayed on one portion of the display 14 “at a native frame rate of 60 Hertz while the graphical information may be updated more infrequently, for example at 25 Hertz.” This clearly teaches displaying data at two different frame rates on different portions of the display screen.

Similarly, at page 7, lines 5-13, it is explained that video from one video source may be displayed “at its native rate in the region 44 while the electronic programming guide (which may be in the form of graphical information) displayed in the region 46 may be updated less frequently.”

Thus, the specification clearly explains transmitting data to a display device without converting their frame rates. Namely, it does so by indicating that the data may be displayed in different regions at two different native rates. The language about “a common frame rate” is part of the without clause. In other words, the claim calls for not converting frame rates of the moving picture video streams to a common frame rate. The claim does not call for a common frame rate, but says not to provide a common frame rate.

This is further substantiated by page 7, line 25, through page 8, line 2. There, it is explained that it is not necessary to up convert to higher information formats prior to “transmission to the display.”

Further, at page 8, lines 6-16, it is explained that the ability to present video sources at their native rates may yield a perceptually superior presentation. It is also noted that the rate conversion process may degrade the source from its native format. Also, it is indicated that the burden of converting to a single common format may be removed.

Finally, at page 15, lines 14-20, it is explained that aggregating and synchronizing all the video sources on a computing device and forcing all the streams into a single least common

denominator format and timing is avoided and video sources may be independently streamed to the display and presented in their native format.

Therefore, reconsideration of the objection is requested.

The prior art rejection based on Radha asserts that Radha teaches packetizing two different streams in different frame rates for transmission to a delay device. However, the material relied upon at column 9, line 65, through column 10, line 4, seems to be singularly uninforming. All it states is that MPEG-2 does not specify how a decoder should operate when two sequences with different frame rates are presented in the receiver buffer. In other words, all this says is that it is possible to have two sequences with different frame rates, but it does not say what to do with them.


Likewise, reliance on column 20, lines 6-19, is not understood. Like the material just discussed, there is no discussion of what you do if you have two different frame rates. All this talks about is how you splice in video.

Similarly, the reliance on column 20, lines 33-35, is not understood as well. Again, this has no discussion of what you do with different frame rates. It simply talks about preventing overflow of an audio buffer.

Therefore, reconsideration is respectfully requested.

Respectfully submitted,

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